

# Gord Hammerson

# Pat

Character Name

Player Name

Deity

None

Neutral

Barbarian 14

Human / Humanoid

Medium / 5 ft.

Region

Alignment

CLASS

RACE

SIZE / FACE

6' 1" / 195 lbs.

Normal

14 (13)

300000 / 425000

22

Male

Character Level (CR)

EXP/NEXT LEVEL

AGE

GENDER

EYES

HAIR

Points

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE				DAMAGE REDUCTION			SPEED							
<b>STR</b> Strength	18	+4	24	+7			<b>HP</b> hit points	182					3/-			Walk 30 ft.							
<b>DEX</b> Dexterity	15	+2	17	+3			<b>AC</b> armor class	34	34	16	-10	+10	+3	+3	+0	+5	+2	+0	+0	+1	+0	+0	+1
<b>CON</b> Constitution	16	+3	16	+3			<b>INITIATIVE</b> modifier		+3	+3	+0	MISS CHANCE		40	-4	0	ACID RESIST		ELECT. RESIST		FIRE RESIST		
<b>INT</b> Intelligence	10	+0	10	+0			Encumbrance		Light		ARMOR BONUS		SPELL RESIST		COLD RESIST		DODGE		Morale		Insight		
<b>WIS</b> Wisdom	13	+1	13	+1			TOTAL		DEX MODIFIER		MISC MODIFIER		ARCANE SPELL FAILURE PENALTY		SPELL CHECK		ARMOR CHECK		NATURAL ARMOR		DEFLECTION		
<b>CHA</b> Charisma	11	+0	13	+1			TOTAL SKILLPOINTS: 70		MAX RANKS: 14/14		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
<b>FORTITUDE</b> (constitution)	+14	+9	+3	+2	+0	+0	
<b>REFLEX</b> (dexterity)	+10	+4	+3	+2	+1	+0	
<b>WILL</b> (wisdom)	+7	+4	+1	+2	+0	+0	

**Conditional Save Modifiers:**  
 When raging gain +4 bonus to Will saves vs. Enchantment spells.  
 +2 trait bonus on all saving throws against illusions.  
 +4 Reflex to avoid traps

<b>MELEE</b> attack bonus	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>RANGED</b> attack bonus	+21/+16/+11	+14/+9/+4	+7	+0	+0	0	
<b>CMB</b> attack bonus	+21/+16/+11	+14/+9/+4	+7	+0			
<b>CMB</b>	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN	
	+21/+16/+11	+21/+16/+11	+21/+16/+11	+21/+16/+11	+21	+21	
<b>CMD</b>	37	37	37	37	37	37	

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	4	= 3	+ 2	+ -1
✓ Appraise	INT	0	= 0		
✓ Bluff	CHA	1	= 1		
✓ Climb	STR	13	= 7	+ 7	+ -1
✓ Craft (Traps)	INT	5	= 0	+ 2	+ 3
✓ Craft (Untrained)	INT	0	= 0		
✓ Diplomacy	CHA	3	= 1		+ 2
✓ Disguise	CHA	1	= 1		
✓ Escape Artist	DEX	0	= 3	+ 1	+ -4
✓ Fly	DEX	-1	= 3		+ -4
✓ Handle Animal	CHA	8	= 1	+ 2	+ 5
✓ Heal	WIS	1	= 1		
✓ Intimidate	CHA	20	= 1	+ 12	+ 7
✓ Knowledge (Nature)	INT	14	= 0	+ 11	+ 3
✓ Perception	WIS	16	= 1	+ 12	+ 3
✓ Perform (Untrained)	CHA	1	= 1		
✓ Ride	DEX	6	= 3	+ 2	+ 1
✓ Sense Motive	WIS	2	= 1	+ 1	
✓ Stealth	DEX	0	= 3	+ 1	+ -4
✓ Survival	WIS	18	= 1	+ 14	+ 3
✓ Swim	STR	10	= 7	+ 4	+ -1
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.



Sling		HAND	TYPE	SIZE	CRITICAL	REACH
Range: 30 ft.		Equipped	B	M	20/x2	5 ft.
To Hit: +17/+12/+7		Damage: 1d4+7				
50 ft.	100 ft.	150 ft.	200 ft.	250 ft.		
TH	+17/+12/+7	+15/+10/+5	+13/+8/+3	+11/+6/+1	+9/+4/-1	
Dam	1d4+7	1d4+7	1d4+7	1d4+7	1d4+7	
300 ft.	350 ft.	400 ft.	450 ft.	500 ft.		
TH	+7/+2/-3	+5/+0/-5	+3/-2/-7	+1/-4/-9	-1/-6/-11	
Dam	1d4+7	1d4+7	1d4+7	1d4+7	1d4+7	

+1 Mace (Light)		HAND	TYPE	SIZE	CRITICAL	REACH
To Hit		Equipped	B	M	20/x2	5 ft.
Dam		To Hit		Dam		
1H-P	+22/+17/+12	1d6+8	2W-P-(OH)	+16/+11/+6	1d6+8	
1H-O	+18/+13/+8	1d6+4	2W-P-(OL)	+18/+13/+8	1d6+8	
2H	+22/+17/+12	1d6+8	2W-OH	+14	1d6+4	

Blowgun		HAND	TYPE	SIZE	CRITICAL	REACH
Range: 20 ft.		Equipped	P	M	20/x2	5 ft.
To Hit: +17/+12/+7		Damage: 1d2				
30 ft.	40 ft.	60 ft.	80 ft.	100 ft.		
TH	+15/+10/+5	+13/+8/+3	+11/+6/+1	+9/+4/-1		
Dam	1d2	1d2	1d2	1d2	1d2	
120 ft.	140 ft.	160 ft.	180 ft.	200 ft.		
TH	+7/+2/-3	+5/+0/-5	+3/-2/-7	+1/-4/-9	-1/-6/-11	
Dam	1d2	1d2	1d2	1d2	1d2	

+1 Composite Flaming Longbow (Strength Rating+21)		HAND	TYPE	SIZE	CRITICAL	REACH
Range: 30 ft.		Equipped	P	M	20/x3	5 ft.
To Hit: +16/+11/+6		Damage: 1d8+8				
110 ft.	220 ft.	330 ft.	440 ft.	550 ft.		
TH	+16/+11/+6	+14/+9/+4	+12/+7/+2	+10/+5/+0	+8/+3/-2	
Dam	1d8+8	1d8+8	1d8+8	1d8+8	1d8+8	
660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.		
TH	+6/+1/-4	+4/-1/-6	+2/-3/-8	+0/-5/-10	-2/-7/-12	
Dam	1d8+8	1d8+8	1d8+8	1d8+8	1d8+8	

Special Properties: +1 Longbow (Composite/Flaming/Strength Rating+21)), Strength bonus to damage, +1d6 fire damage

Quarterstaff		HAND	TYPE	SIZE	CRITICAL	REACH
TOTAL ATTACK BONUS		Equipped	B/B	M	20/x2	5 ft.
+21/+16/+11		DAMAGE				
		1d6+10				

Shield (Heavy/Wooden/Shield Spikes)		HAND	TYPE	SIZE	CRITICAL	REACH
TOTAL ATTACK BONUS		Equipped	P	M	20/x2	5 ft.
+21/+16/+11		DAMAGE				
		1d6+7				

Special Properties: Spiked

+1 Longsword		HAND	TYPE	SIZE	CRITICAL	REACH
To Hit		Equipped	S	M	19-20/x2	5 ft.
Dam		To Hit		Dam		
1H-P	+22/+17/+12	1d8+8	2W-P-(OH)	+16/+11/+6	1d8+8	
1H-O	+18/+13/+8	1d8+4	2W-P-(OL)	+18/+13/+8	1d8+8	
2H	+22/+17/+12	1d8+11	2W-OH	+12	1d8+4	

+2 Mace (Heavy)		HAND	TYPE	SIZE	CRITICAL	REACH
To Hit		Equipped	B	M	20/x2	5 ft.
Dam		To Hit		Dam		
1H-P	+23/+18/+13	1d8+9	2W-P-(OH)	+17/+12/+7	1d8+9	
1H-O	+19/+14/+9	1d8+5	2W-P-(OL)	+19/+14/+9	1d8+9	
2H	+23/+18/+13	1d8+12	2W-OH	+13	1d8+5	

Special Properties: (+2 Mace (Heavy))

Gauntlet		HAND	TYPE	SIZE	CRITICAL	REACH
To Hit		Carried	B	M	20/x2	5 ft.
Dam		To Hit		Dam		
1H-P	+21/+16/+11	1d3+7	2W-P-(OH)	+15/+10/+5	1d3+7	
1H-O	+17/+12/+7	1d3+3	2W-P-(OL)	+17/+12/+7	1d3+7	
2H	+21/+16/+11	1d3+7	2W-OH	+13	1d3+3	

EQUIPMENT		ITEM	LOCATION	QTY	WT / COST
Headband of Alluring Charisma +2		Equipped		1	1 / 4,000
Amulet of Natural Armor +5		Equipped		1	0 / 50,000
Shieldbash (Heavy)		Equipped		1	0 / 0
Ring of Protection +2		Equipped		1	0 / 8,000
Ring of Counterspells (Magic Missile)		Equipped		1	0 / 4,000
+4 Battleaxe (Rod of Lordly Might)		Equipped		1	6 / 32,310
TOTAL WEIGHT CARRIED/VALUE			65 lbs.		294,018.7gp

## EQUIPMENT

ITEM	LOCATION	QTY	WT / COST
Gloves (DEX +2)	Equipped	1	0 / 4,000
Enhancement bonus to ability DEX+2			
+4 Breastplate	Equipped	1	30 / 16,350
Outfit (Traveler's)	Equipped	1	5 / 0
Cloak of Resistance +2	Equipped	1	1 / 4,000
Belt of Giant Strength +6	Equipped	1	1 / 36,000
+1 Shield (Heavy/Steel)	Equipped	1	15 / 1,170
Handy Haversack	Equipped	1	5 / 2,000
167 lbs., 20 Arrow, 1 Sling, 1 +1 Chainmail, 1 +1 Mace (Light), 4 Antitoxin (Vial), 1 Bedroll, 1 Blanket (Winter), 1 Blowgun, 1 Bottle of Air, 20 Bullet (Sling), 10 Candle, 10 Dart (Blowgun), 2 Flint and Steel, 1 Grappling Hook, Common, 1 Bullseye Lantern, 7 Oil (1 Pint Flask), 1 Peasant's Outfit, 3 Potion of Bull's Strength, 3 Potion of Cure Light Wounds, 1 Potion of Fly, 1 Potion of Protection from Arrows, 9 Rations (Trail/Per Day), 1 Rope (Silk/50 ft.), 5 Tindertwig, 1 +2 Chain Shirt, 2 Dust of Tracelessness, 1 Potion of Haste, 1 +1 Composite Flaming Longbow (Strength Rating+21), 1 Quarterstaff, 1 Shield (Heavy/Wooden/Shield Spikes), 2 Potion of Cure Moderate Wounds, 1 Potion of Cure Serious Wounds, 1 +1 Longsword, 1 +2 Mace (Heavy), 1 Rod of Lordly Might, 3 Trade Gem (100), 33 Trade Gem (1000), 1 Trade Gem (50)			
Arrow	Handy	20	0.1 (3) / 0.1 (1)
Haversack			
Sling	Handy	1	0 / 0
Haversack			
+1 Chainmail	Handy	1	40 / 1,300
Haversack			
+1 Mace (Light)	Handy	1	4 / 2,305
Haversack			
Antitoxin (Vial)	Handy	4	0 (0) / 50 (200)
Haversack			
+5 alchemical bonus to Fortitude saves against poison for 1 hour			
Bedroll	Handy	1	5 / 0.1
Haversack			
Blanket (Winter)	Handy	1	3 / 0.5
Haversack			
Blowgun	Handy	1	1 / 2
Haversack			
Bottle of Air	Handy	1	2 / 7,250
Haversack			
Retains air within it at all times, continually renewing its contents.			
Bullet (Sling)	Handy	20	0.5 (10) / 0 (0.2)
Haversack			
Candle	Handy	10	0 (0) / 0 (0.1)
Haversack			
Increases light level (5) for 1 hr. Duration: 1 hr., Increases light level by one step: 5 ft.			
Dart (Blowgun)	Handy	10	0 (0) / 0.1 (0.5)
Haversack			
Flint and Steel	Handy	2	0 (0) / 1 (2)
Haversack			
Grappling Hook, Common	Handy	1	4 / 1
Haversack			
Bullseye Lantern	Handy	1	3 / 12
Haversack			
Normal illumination (60'), plus 1 step (120'), 6 hr./pint Duration: 6 hr./pint, Increases light level by 1 step: 120 ft. cone, Normal illumination: 60 ft. cone			
Oil (1 Pint Flask)	Handy	7	1 (7) / 0.1 (0.7)
Haversack			
Peasant's Outfit	Handy	1	2 / 0.1
Haversack			
Potion of Bull's Strength	Handy	3	0 (0) / 300 (900)
Haversack			
+4 enhancement bonus to Strength for 3 minutes			
Potion of Cure Light Wounds	Handy	3	0 (0) / 50 (150)
Haversack			
Cures 1d8+1 points of damage			
Potion of Fly	Handy	1	0 / 750
Haversack			
Gain fly speed 60 ft. with good maneuverability and +2 bonus to Fly checks for 3 minutes			
Potion of Protection from Arrows	Handy	1	0 / 300
Haversack			
Gain damage reduction 10/Magic against ranged weapons for 3 hours, or until 30 points of damage have been prevented.			
Rations (Trail/Per Day)	Handy	9	1 (9) / 0.5 (4.5)
Haversack			
Rope (Silk/50 ft.)	Handy	1	5 / 10
Haversack			
4 hp, DC 24 Strength check to burst			
Tindertwig	Handy	5	0 (0) / 1 (5)
Haversack			
+2 Chain Shirt	Handy	1	25 / 4,250
Haversack			
Dust of Tracelessness	Handy	2	0 (0) / 250 (500)
Haversack			
Potion of Haste	Handy	1	0 / 750
Haversack			
Gain additional attack, move faster, +1 on attack rolls, +1 dodge bonus to AC and Reflex saves for 5 rounds			
TOTAL WEIGHT CARRIED/VALUE		65 lbs.	294,018.7gp

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
<b>+1 Composite Flaming Longbow (Strength Rating+21)</b>	Handy Haversack	1	3 / 10,500	
<small>+1 Longbow (Composite/Flaming/Strength Rating+21), Strength bonus to damage, +1d6 fire damage</small>				
Quarterstaff	Handy Haversack	1	4 / 0	
Shield (Heavy/Wooden/Shield Spikes)	Handy Haversack	1	15 / 17	
<small>Spiked</small>				
<b>Potion of Cure Moderate Wounds</b>	Handy Haversack	2	0 (0) / 300 (600)	
<small>□□</small>				
<small>Cures 2d8+3 points of damage</small>				
<b>Potion of Cure Serious Wounds</b>	Handy Haversack	1	0 / 750	
<small>Cures 3d8+5 points of damage</small>				
<b>+1 Longsword</b>	Handy Haversack	1	4 / 2,315	
<b>+2 Mace (Heavy)</b>	Handy Haversack	1	8 / 8,312	
<small>(+2 Mace (Heavy))</small>				
<b>Rod of Lordly Might</b>	Handy Haversack	1	10 / 70,000	
<b>Ioun Stone, Dusty rose Prism</b>	Equipped	1	0 / 5,000	
<b>Scabbard of Keen Edges</b>	Equipped	1	1 / 16,000	
<small>□□□</small>				
Gauntlet	Carried	1	0 / 0	
TOTAL WEIGHT CARRIED/VALUE		65 lbs.	294,018.7gp	

WEIGHT ALLOWANCE					
Light	233	Medium	466	Heavy	700
Lift over head	700	Lift off ground	1400	Push / Drag	3500

MONEY	
33 x Trade Gem (1000) (1000) [Handy Haversack]	
3 x Trade Gem (100) (100) [Handy Haversack]	
1 x Trade Gem (50) (50) [Handy Haversack]	
Total= 33,350 gp	

MAGIC	
Languages	
Common	

Other Companions	
Traits	

<b>Deft Dodger</b>	[Paizo Inc. - Advanced Player's Guide, p.328]
<small>Growing up in a rough neighborhood or a dangerous environment has honed your senses. You gain a +1 trait bonus on Reflex saves.</small>	
<b>Skeptic</b>	[Paizo Inc. - Advanced Player's Guide, p.329]
<small>Growing up, you were always around magical effects to the extent that you realized that much of it was smoke and mirrors. You gain a +2 trait bonus on all saving throws against illusions.</small>	

Special Attacks	
<b>Animal Fury (Ex)</b>	[Paizo Inc. - Core Rulebook, p.32]
<small>While raging, you gain a bite attack. If used as a part of a full-attack action, the bite is made at your full base attack bonus-5. If the bite hits, it deals 1d4+3 points of damage. You can make a bite attack as part of the action to maintain or break free from a grapple. This attack is resolved before the grapple check is made. If the bite attack hits, any grapple checks you make against the target this round are at a +2 bonus.</small>	
<b>Come and Get Me (Ex)</b>	[Paizo Inc. - Advanced Player's Guide, p.74]
<small>While raging, as a free action the barbarian may leave herself open to attack while preparing devastating counterattacks. Enemies gain a +4 bonus on attack and damage rolls against the barbarian until the beginning of her next turn, but every attack against the barbarian provokes an attack of opportunity from her, which is resolved prior to resolving each enemy attack.</small>	
<b>Intimidating Glare (Ex)</b>	[Paizo Inc. - Core Rulebook, p.33]
<small>You can make an Intimidate check against one adjacent foe as a move action. If you successfully demoralize your opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which your check exceeds the DC.</small>	
<b>Mighty Swing (Ex)</b>	[Paizo Inc. - Core Rulebook, p.33]
<small>You automatically confirm a critical hit. This power is used as an immediate action once a critical threat has been determined. This power can only be used once per rage.</small>	

Special Qualities	
<b>Bonus Feat</b>	[Paizo Inc. - Core Rulebook, p.27]
<small>Humans select one extra feat at 1st level.</small>	
<b>Damage Reduction (Ex)</b>	[Paizo Inc. - Core Rulebook, p.34]
<small>You gain damage reduction. Subtract 3 from the damage you take each time you are dealt damage from a weapon or natural attack. Damage reduction can reduce damage to 0 but not below 0.</small>	
<b>Fast Movement (Ex)</b>	[Paizo Inc. - Core Rulebook, p.31]
<small>Your land speed is faster than the norm for your race by +10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor, and not carrying a heavy load.</small>	
<b>Humanoid Traits (Ex)</b>	[Paizo Inc. - Core Rulebook, p.308]
<small>Humanoids breathe, eat, and sleep.</small>	
<b>Improved Uncanny Dodge (Ex)</b>	[Paizo Inc. - Core Rulebook]
<small>You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 4.</small>	
<b>Increased Damage Reduction (Ex)</b>	[Paizo Inc. - Core Rulebook, p.33]
<small>Your damage reduction increases by 1/--. This increase is always active while you are raging.</small>	
<b>Indomitable Will (Ex)</b>	[Paizo Inc. - Core Rulebook, p.34]
<small>While in rage, you gain a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves you also receive during your rage.</small>	
<b>Internal Fortitude (Ex)</b>	[Paizo Inc. - Core Rulebook, p.33]
<small>While raging, you are immune to the sickened and nauseated conditions.</small>	
<b>Rage (Ex)</b>	[Paizo Inc. - Core Rulebook, p.32]
<small>You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 33 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +6 morale bonus to your Strength and a +6 morale bonus to Constitution, as well as a +3 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 42 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.</small>	
<b>Renewed Vigor (Su)</b>	[Paizo Inc. - Core Rulebook, p.33]
<small>As a standard action, you heal 3d8+3 points of damage. This power is can only be used once per day and only while raging.</small>	
<b>Skilled</b>	[Paizo Inc. - Core Rulebook, p.27]
<small>Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.</small>	
<b>Trap Sense (Ex)</b>	[Paizo Inc. - Core Rulebook]
<small>You gain a +4 bonus on Reflex saves made to avoid traps, and a +4 dodge bonus to AC against attacks made by traps.</small>	
<b>Uncanny Dodge (Ex)</b>	[Paizo Inc. - Core Rulebook]
<small>You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.</small>	

Feats	
<b>Animal Affinity</b>	[Paizo Inc. - Core Rulebook, p.118]
<small>You are skilled at working with animals and mounts.</small>	
<small>You get a +2 bonus on all Handle Animal and Ride skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.</small>	
<b>Catch Off-Guard</b>	[Paizo Inc. - Core Rulebook, p.119]
<small>Foes are surprised by your skilled use of unorthodox and improvised weapons.</small>	

You do not suffer any penalties for using an improvised melee weapon. Unarmed opponents are flat-footed against any attacks you make with an improvised melee weapon.

**Cleave** [Paizo Inc. - Core Rulebook, p.119]

You can strike two adjacent foes with a single swing.

As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

**Endurance** [Paizo Inc. - Core Rulebook, p.112]

Harsh conditions or long exertions do not easily tire you.

You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

**Great Cleave** [Paizo Inc. - Core Rulebook, p.124]

You can strike many adjacent foes with a single blow.

As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

**Persuasive** [Paizo Inc. - Core Rulebook, p.131]

You are skilled at swaying attitudes and intimidating others into your way of thinking.

You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

**Power Attack** [Paizo Inc. - Core Rulebook, p.131]

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

**Vital Strike** [Paizo Inc. - Core Rulebook, p.136]

You make a single attack that deals significantly more damage than normal.

When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra damage dice are not multiplied on a critical hit, but are added to the total.

## Proficiencies

Amentum, Atlatl, Axe (Throwing), Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Brass Knuckles, Broadsword (Nine Ring), Butterfly Sword, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Falchion, Flail, Flail (Heavy), Gaff, Gauntlet, Gauntlet (Spiked), Gladius, Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Hooked Lance, Horsechopper, Hunga Munga, Improvised Weapon, Iron Brush, Javelin, Jutte, Katana, Kerambit, Klar, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Pick (Heavy), Pick (Light), Pilum, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Short spear, Sibot, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Splash Weapon, Stake, Starknife, Sword (Bastard), Sword (Short), Sword (Tri-Point Double-Edged), Sword Cane, Tepoztopilli, Terbutje, Terbutje (Great), Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), Waraxe (Dwarven), Warhammer, Wushu Dart

# Gord Hammerson

Human

RACE

22

AGE

Male

GENDER

VISION

Neutral

ALIGNMENT

Right

DOMINANT HAND

6' 1"

HEIGHT

195 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

**Description:**

**Biography:**